

Below follows the claim section of the previously filed Amendment dated September 22, 2005 in compliance with the applicable rules.

CLAIMS

1.-39. (Cancelled).

40. (Currently amended) A method of training comprising the steps of:
providing ~~dramatic character-driven story-based simulation content,~~
comprising a character-driven dramatic story that follows a series of events;

generating a representation of expected responses to the simulation
content;

delivering the simulation content to one or more participants via a
computer network;

monitoring the one or more participants' responses to the simulation
content; and

providing feedback to the one or more participants when said
participants' responses deviate from said expected responses to achieve pedagogical
and dramatic goals.

wherein said feedback is provided within the context of said story such that said feedback promotes the progression of said story while achieving the pedagogical goals of said training and the dramatic goals of said story;

further wherein said feedback is based on participants' responses to an event in said series of events and is presented to develop said story

~~based upon dramatic goals of the simulation, wherein the dramatic goals are based on dramatic story telling.~~

41. (Cancelled).

42. (Cancelled).

43. (Previously presented) The method of claim 40 wherein the step of delivering the simulation content comprises using multimedia technology for creating a realistic environment.

44. (Currently amended) The method of claim 43, further comprising the step of generating one or more synthetic characters, wherein said synthetic characters provide said feedback and are used to alter said simulation content.

45. (Cancelled.)

46. (Cancelled.)

47. (Previously presented) The method of claim 43, wherein the feedback is provided by an instructor.

48. (Previously presented) The method of claim 43, further comprising the steps of alerting an instructor of the one or more participants' responses when the

one or more participants' responses deviate from the representation of expected responses to the simulation content.

49. (Previously presented) The method of claim 43, further comprising the step of altering the simulation content in response to the one or more participants' responses.

50. (Previously presented) The method of claim 43, wherein the simulation content depicts military scenarios.

51. (Previously presented) The method of claim 43, further comprising the step of delivering immersive audio to the one or more participants.

52. (Previously presented) The method of claim 43, wherein the computer network comprises the Internet.

53. (Currently amended) A training apparatus comprising:

means for providing ~~dramatic character-driven story-based simulation content, comprising a character-driven dramatic story that follows a series of~~
events;

means for generating a representation of expected responses to the simulation content;

means for delivering the simulation content to one or more participants via a computer network;

means for monitoring the one or more participants' responses to the simulation content; and

means for providing feedback to the one or more participants when said participants' responses deviate from said expected responses to achieve pedagogical and dramatic goals.

wherein said feedback is provided within the context of said story such that said feedback promotes the progression of said story while achieving the pedagogical goals of said training and the dramatic goals of said story;

further wherein said feedback is based on participants' responses to an event in said series of events and is presented to develop said story

~~based upon dramatic goals of the simulation, wherein the dramatic goals are based on dramatic story telling.~~

54. (Cancelled).

55. (Cancelled).

56. (Previously presented) The apparatus of claim 53 wherein said means for delivering comprises multimedia technology for creating a realistic environment.

57. (Currently amended.) The apparatus of claim 56 further comprising means for generating one or more synthetic characters, wherein said synthetic characters provide said feedback and are used to alter said simulation content.

58. (Cancelled.)

59. (Cancelled.)

60. (Previously presented) The apparatus of claim 57, wherein the feedback is provided by an instructor.

61. (Previously presented) The apparatus of claim 57, further comprising:

means for alerting an instructor of the one or more participants' responses when the one or more participants' responses deviate from the representation of expected responses to the simulation content.

62. (Previously presented) The apparatus of claim 57, further comprising means for altering the simulation content in response to the one or more participants' responses.

63. (Previously presented) The apparatus of claim 57, wherein the simulation content depicts military scenarios.

64. (Previously presented) The apparatus of claim 57, further comprising means for delivering immersive audio to the one or more participants.

65. (Previously presented) The apparatus of claim 57, wherein the computer network comprises the Internet.

66.-73. (Cancelled)

74. – 82. (Cancelled)

83. (Currently amended) A simulation apparatus comprising:

a database containing dramatic character driven story based gaming simulation content;

one or more participant workstations;

a multimedia technology web server for delivering the simulation content to the one or more participant workstations and for creating a realistic environment;

an instructor interface for displaying information to an instructor and receiving input from the instructor;

means for generating one or more synthetic characters, wherein the one or more synthetic characters are represented by digital video;

one or more authoring tools for generating additional simulation content;

means for delivering immersive audio to the one or more participant workstations;

a system activity database for logging information generated in response to the simulation content;

one or more participant interfaces connecting the web server to the respective one or more participant workstations; and

an artificial intelligence engine for analyzing input into the one or more participant workstations and altering the simulation content in response to the input based upon dramatic goals of the simulation, wherein said artificial intelligence engine comprises an engine for altering the simulation content based upon dramatic story telling, further wherein said dramatic goals are organized into a goal hierarchy, said goal hierarchy comprising an outline of all of said dramatic goals, further wherein each dramatic goal is comprised of sub-goals to be achieved prior to achieving each dramatic goal.

84. – 94. (Cancelled).

95. (Currently amended) A simulation method comprising the steps of:

providing dramatic character driven story based simulation content;

generating a representation of one or more participants' expected responses to the simulation content;

delivering the simulation content to the one or more participants;

monitoring the one or more participants' responses to the simulation content;

comparing the one or more participants' responses with the representation of expected responses to the simulation content; and

presenting the simulation content in response to the one or more participants' responses to achieve dramatic goals of the simulation, wherein the dramatic goals are based on dramatic storytelling, further wherein said dramatic goals are organized into a goal hierarchy, said goal hierarchy comprising an outline of all of said dramatic goals, further wherein each dramatic goal is comprised of sub-goals to be achieved prior to achieving each dramatic goal.

96. - 106. (Cancelled.)

107. - 118. (Cancelled.)

119. (new) A method of developing a simulation the steps of:

providing simulation content comprising a series of events, wherein said series of events further is a character-driven dramatic story;

generating a representation of expected responses to the simulation content;

delivering the simulation content to one or more participants via a computer network;

monitoring the one or more participants' responses to the simulation content; and

providing feedback within the context of said dramatic story to the one or more participants to achieve dramatic goals wherein said dramatic goals are organized into a goal hierarchy, said goal hierarchy comprising an outline of all of

said dramatic goals, further wherein each dramatic goal is comprised of sub-goals to be achieved prior to achieving each dramatic goal.

120. (new) The method of Claim 119, wherein said simulation is a gaming simulation or a training simulation.

121. (new) The method of Claim 120, wherein said feedback is provided such that the feedback promotes the progression of the story while achieving the dramatic goals of said story.

122. (new) The method of Claim 121, wherein the series of events follows a storyline.

123. (new) The method of Claim 122, wherein the feedback is based on the events and participants' responses at that point in the dramatic story.

124. (new) The method of Claim 123, wherein said feedback is based on participants' responses to an event in said series of events.

125. (new) The method of Claim 124, wherein said feedback is presented to develop said dramatic story.

126. (Cancelled.)

127. (Cancelled.)

128. (Cancelled.)

129. (Cancelled.)

130. (Cancelled.)

131. (Cancelled.)

132. (Cancelled.)

- 133. (Cancelled.)
- 134. (Cancelled.)
- 135. (Cancelled.)